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69



THE ROHIRRIM DEFEND THEIR
WAGONS AGAINST RAIDERS



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THE LORD OF THE RINGS

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The Evil of Saruman™

Saruman is consumed by his desire for The One Ring and driven to darkness by the corrupting influence of Sauron. In his mad lust for power he sends his armies to wreak havoc in the neighbouring Kingdom of Rohan, bringing death to the Rohirrim.

Saruman was once a trusted and respected member of Elrond's Council of the Wise – his advice and instruction aiding the races of Middle-earth to eradicate the lingering darkness of Sauron. However, unknown to his allies, years of studying the Great Enemy and the creation of the Rings of Power had slowly begun to twist his mind and pollute his soul. It was only when Gandalf went to seek his aid, after entrusting The Ring to Frodo, that the true extent of his treachery was revealed. Now, he gathers his considerable forces to strike out at the forces of Good, driven both by his thirst for power and the indomitable will of his new master, Sauron.

In this Pack's Playing the Game, we reach the end of 'The Two Towers' campaign with the mighty siege of Helm's Deep. Using your chosen Heroes, you will decide the fate of Rohan once and for all. In the Battle Game, a group of

ravaging Warg Riders descend upon a Rohirrim baggage train bound for the Rohan border forts. In the Painting Workshop, we present a step-by-step guide to painting your Warg Riders, ready for use with the Wargs from Pack 68 while, in the Modelling Workshop, we will show you how to build wagons and carts to create a baggage train for use in your Battle Games.

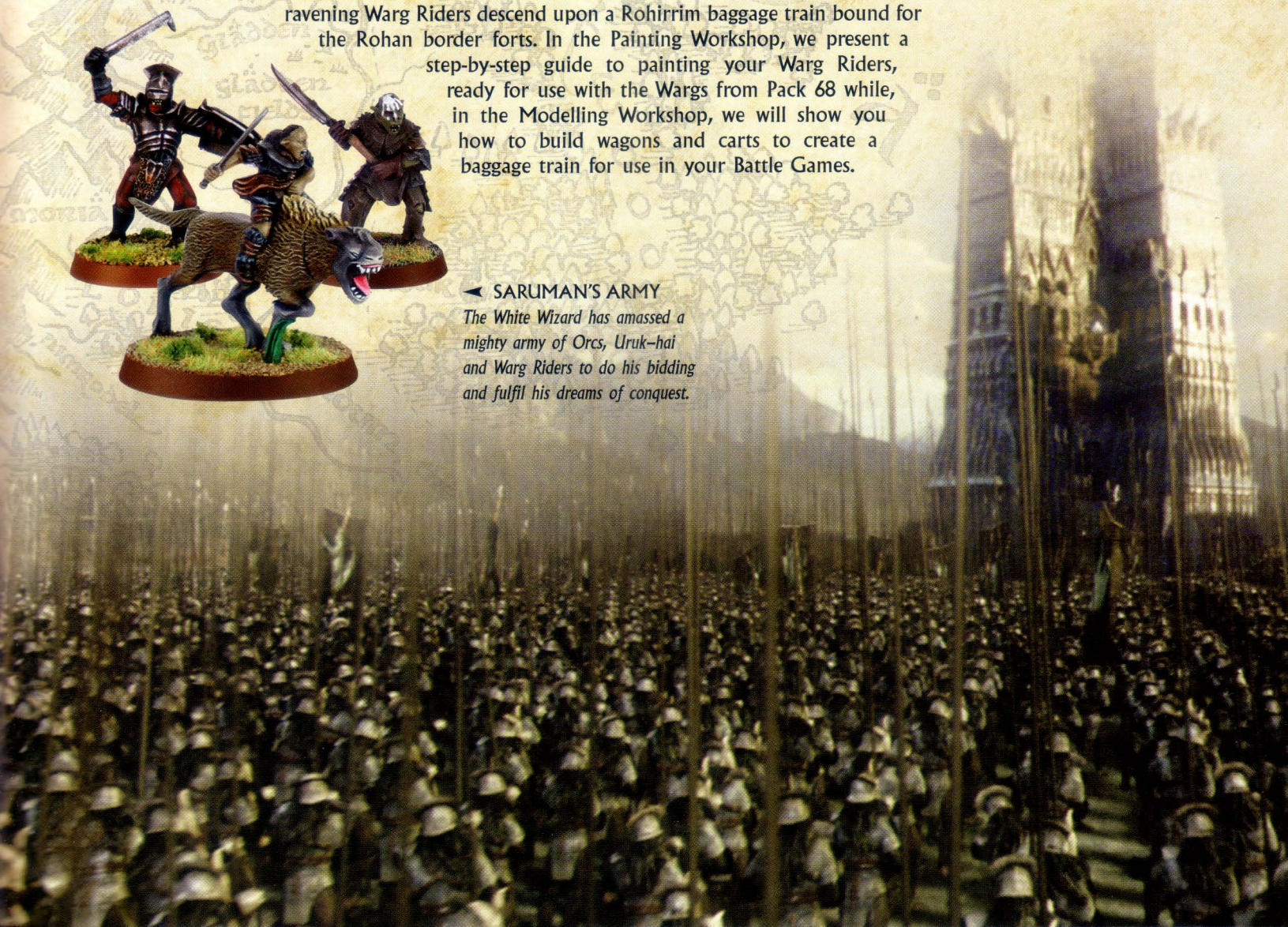


◀ SARUMAN'S ARMY

The White Wizard has amassed a mighty army of Orcs, Uruk-hai and Warg Riders to do his bidding and fulfil his dreams of conquest.

'Who now has the strength to stand against the armies of Isengard...?'

SARUMAN™





The Fate of Rohan™

Saruman's invasion is almost complete, with the armies of Isengard poised for final victory over the Rohirrim. In this, the final part of 'The Two Towers' campaign, the warriors of The Fellowship must make their final stand against the evil of Saruman.



The war for Rohan has seen many bloody battles and skirmishes between the Rohirrim and the forces of Saruman. Now, however, the conflict is drawing to a close and the scene is set for the final battle. The Champion and his companions now face their toughest challenge yet – the siege of Helm's Deep. Facing the full might of Isengard, their strength and courage will be tested to the limits, and only if they can prevail will Rohan survive.

The final part of 'The Two Towers' campaign deals with Saruman's assault on Helm's Deep. Depending on the choices the players made last Pack, this can lead either to the dramatic struggle over Helm's Deep, or to an all-out assault on Isengard. Either way, this part of the campaign will determine whether Rohan stands or falls.

◀ ROHAN DEFIANT

Helm's Deep is the last refuge of the Rohirrim, and their last hope to turn back the hordes of Isengard.

Special Rules

All of the Special Campaign Rules detailed in Pack 67's Playing the Game apply to 'The Fate of Rohan', including 'Death of a Hero' and 'Victory Points'. This part of the campaign can also see the return of the dreaded Balrog. If the Evil player chooses to use this ancient demon, then remember that any Hero slain by it automatically counts as having rolled a 1 on the 'Death of a Hero' table, as seen in Pack 60's Playing the Game.

► RETURN OF THE BEAST

During the final battles for Rohan it is possible for Saruman to use his sorcery to summon forth the mighty Balrog!

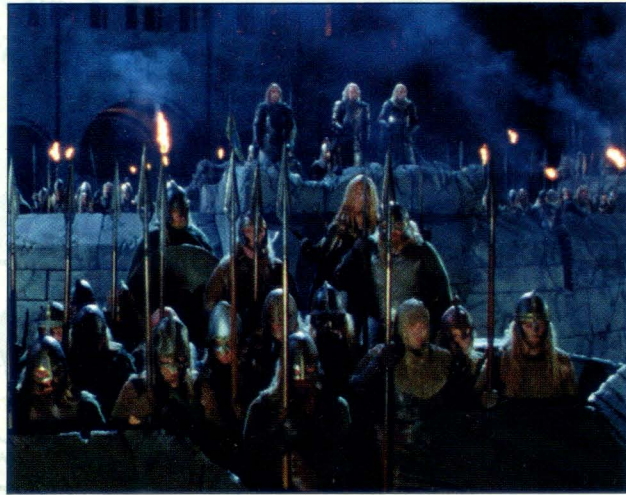




Helm's Deep

For centuries, the Hornburg has been a refuge for the people of Rohan, protecting them from their enemies in times of strife. When Théoden and his people reach the safety of the fortress, they have only a short time to gather their strength and make their preparations for the arrival of Saruman's Uruk-hai army. The Champion and his companions must also prepare for the coming battle, donning armour and readying weapons for what will no doubt be a bitter struggle to survive.

When the Champion and his companions reach Helm's Deep, they have a chance to gain some brief rest and respite from the trials of their journey. To reflect this, it will count as a 'Safe Haven', as detailed in Pack 60's Playing the Game. At Helm's Deep, your Champion and Warriors may take heavy armour if it appears as an option in their profile. If they cannot take heavy armour, then they may choose armour instead.



◀ PREPARING FOR BATTLE
The Rohirrim ready themselves to fight for their lives.



► ARMED AND ARMoured
Aragorn and Legolas are among the characters that can take armour at the siege of Helm's Deep.

'I want every man and strong lad able to bear arms to be ready for battle by nightfall.'

THEODEN™

A Time of Heroes

The siege of Helm's Deep is also a gathering of many powerful Heroes, and offers the chance for the Good player to add some of these to his Fellowship, filling spaces that may have arisen from characters being killed. Éomer, Éowyn or Haldir may be added to your Fellowship, taking the place of slain Warriors, as long as they themselves are still alive and have never been part of The Fellowship before. In addition, if your Champion has been killed you must take this opportunity to 'promote' one of your Warriors into the position – this includes Warriors added here at Helm's Deep. This new Champion gains no immediate benefits, but will have access to special options in 'The Return of the King' section of the campaign, beginning in a future Pack. Once you have equipped your Heroes and made any replacements, play 'The Deeping Wall' Battle Game.



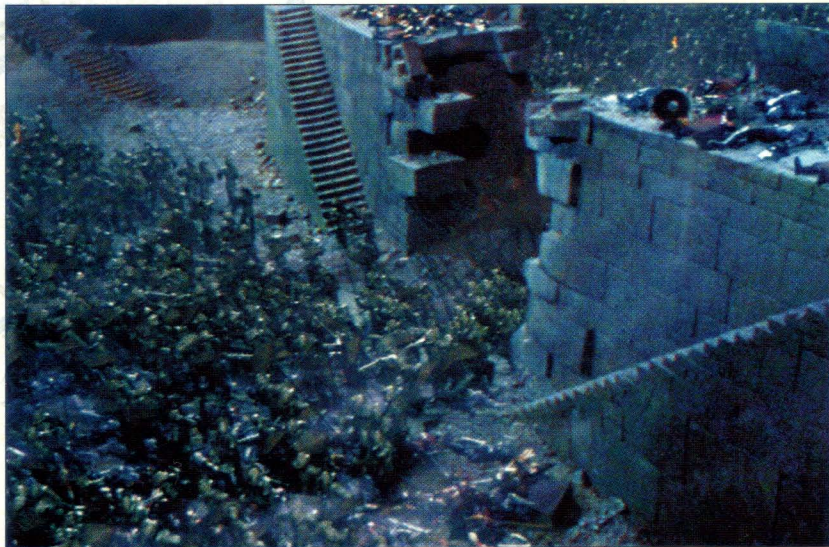
▲ WAR HEROES

Éomer, Haldir and Éowyn fight for their people with courage and determination.



The Deeping Wall™

In a tide of steel and muscle, the Uruk-hai army crashes against the Hornburg, stunning its defenders with the brutal savagery of their assault. At the Deeping Wall, the Champion and his companions must attempt to stop their advance.



In the many centuries since its creation, the Hornburg fortress has never fallen to a foe. This was why Théoden chose it to make his stand against Saruman's army. However, the Uruk-hai are no normal enemy and have been bred for a single purpose – the destruction of Men. In addition to their natural strength and aggression, they also carry Isengard steel and Saruman's ingenious weapons of war. All are designed for the purpose of breaking down the Deeping Wall, clearing a path to the Hornburg beyond.

◀ TO THE WALLS!

Elves and Men stand ready for the onslaught of Uruk-hai.

Playing the Battle Game

The 'Deeping Wall' Battle Game was detailed in Pack 29. This scenario is played as presented there, with the following exceptions:

- Rather than using the combatants listed, both players have 600 points with which to create their force.
- The Good player must include his Champion and Warriors as well as Haldir, unless he is already a member of The Fellowship or has been killed earlier in the campaign. The rest of his force must comprise Warriors of Rohan, chosen from the list in Pack 18, and Wood Elf Warriors, chosen from the 'Forces of Lothlórien' in Pack 35. All the Elves are equipped with armour and either bows or Elven blades.
- The Evil player's army must be created using only Uruk-hai, Uruk-hai Captains, Siege Troopers, Berserkers and Uruk-hai Siege Assault Machines from the 'Forces of Isengard' and 'Siege Weapons' lists, detailed in Packs 17 and 31.
- Additionally, if the difference between the players' Victory Point totals is 15 or more in the Evil player's favour, then he may include the Balrog in his force, as chosen from 'The Forces of Moria' in Pack 20. If he opts to include the Balrog in the battle, he may not do so again for the rest of 'The Lord of the Rings' campaign. Note that if the Balrog is used in this Battle Game, it is not subject to the 'Endless Horde' special rule.

RESULT

- Once both players have tallied their Victory Points and any slain Heroes have rolled on the 'Death of a Hero' table, play the 'Retreat to the Hall' Battle Game.





Retreat to the Hall

As the outer defences crumble, the King and his Rohirrim are forced to fall back to the keep. With attackers closing in on all sides, things are looking grim for the defenders. However, if they can hold out then there is still time for aid to arrive.



As the night wears on, the Uruk-hai slowly but surely break down the defences of the Hornburg, forcing the weary defenders back toward the keep and the hall within. It is here that the King and his remaining men will stage their final defence. To reach the keep, however, he will need the help of the surviving members of The Fellowship to stage a fighting retreat. The King can only hope that, once he reaches the safety of the keep, his men will be able to hold out, until aid arrives to lift the siege.

◀ PROTECT THE KING!

The Champion must help the King fight his way to the safety of the keep.

Playing the Battle Game

The 'Retreat to the Hall' Battle Game was detailed in Pack 30. The scenario is played as presented there, with the following exceptions:

- Rather than using the combatants listed, both players have 600 points with which to create their force. The Good player must include any surviving Heroes from the last scenario, as well as the King and Gamling. The King will be Théoden if he is alive, or otherwise either Éomer or Éowyn as chosen by the Good player. The rest of the Good player's force must consist of Warriors of Rohan selected from the list in Pack 18.
- The Evil player's army must be created using only Uruk-hai, Uruk-hai Captains, Siege Troopers, Berserkers and Uruk-hai Siege Assault Machines from the 'Forces of Isengard' and 'Siege Weapons' lists detailed in Packs 17 and 31.
- The victory conditions are altered so that, in order to win, the Evil player must kill the King. The Evil player can also win by killing the Good player's Champion. Note that the 'Heroes of the Deeping Wall' Special Rule covers all surviving Good Heroes from the last game.

Bonus Objectives

- All Heroes killed in this scenario are worth double the normal number of Victory Points.

RESULT

- Once both players have tallied their Victory Points and any slain Heroes have rolled on the 'Death of a Hero' table, then play the 'Breach the Dam' Battle Game.
- If the difference between the players' Victory Points is 15 or more in the Good player's favour, then he may choose to play the 'Assault on Orthanc' scenario instead.



Breach the Dam

Saruman has stripped the lands around Orthanc of all resources and turned it into an ash-covered wasteland. Stirred to anger by the evil of Isengard, Treebeard and the mighty Ents prepare for their final march to war.



After fleeing from Grishnákh into the wild woods of Fangorn, the Hobbits were rescued from their pursuer by the ancient Ent, Treebeard. Having discovered a group of powerful allies in the Ents, the Hobbits try and convince them to help the Free Peoples in the war against Saruman and Sauron. However, it is not until Treebeard witnesses the terrible devastation created by Isengard's evil that he decides to gather the Ents and march into battle against the White Wizard.

◀ ATTACK OF THE ENTS

Treebeard and his Ents strike back against Saruman's destruction of their forest.

Playing the Battle Game

The 'Breach the Dam' Battle Game was detailed in Pack 32. This scenario is played as presented there, with the Good player using the Heroes he chose to be his Allies – as detailed in Pack 60's Playing the Game – to replace Merry and Pippin.

RESULT

- Once both players have tallied their Victory Points and any slain Heroes have rolled on the 'Death of a Hero' table – remembering that Treebeard counts as a Hero – then play the 'Escape from Osgiliath' Battle Game.



Escape from Osgiliath™

While the battle for Rohan draws to a close, the Ringbearer and his loyal Companion seek to continue their journey, far away in the war-torn streets of Osgiliath. But to do this, they must first navigate the labyrinthine sewer tunnels beneath the city.



Unaware of the rest of The Fellowship's struggle, the Ringbearer and his Companion must continue their long and arduous journey to Mount Doom. Hurrying through the tunnels below Osgiliath, they hope to leave the embattled city alive. Although less exposed to danger than they would be above ground, there are still agents of the Enemy lurking in the subterranean labyrinth. If they are to have any hope of completing their quest and making it to Mordor, the two friends must find their way out of the sewers as quickly as possible.

◀ DARK TUNNELS

The Ringbearer and his Companion make their escape below Osgiliath.

Playing the Battle Game

'Escape from Osgiliath' was presented in Pack 25 and, when played as part of this campaign, is slightly altered. Gollum will accompany the Ringbearer and Companion, and behaves in accordance with the rules presented for him in Pack 63.

Bonus Objectives

- If the Good player can reach the end of this game with the Ringbearer, the Companion and Gollum all alive, then he will receive 5 bonus Victory Points.

RESULT

- Once both players have tallied their Victory Points and any slain Heroes have rolled on the 'Death of a Hero' table – remembering that Gollum is a Hero and must also roll if slain – then proceed to 'The End of the War'.





Assault on Orthanc™

Having turned back Saruman's armies, the Rohirrim are ready to make their assault on Saruman's seat of power – the tower of Orthanc. The King knows that if they are victorious, then Isengard's armies will fall into disarray and their threat will be ended.



Mustering their full strength, the Rohirrim have forced back the invaders to the very tower of Orthanc itself. With the aid of The Fellowship, the King and his Captains launch their final assault against Saruman's stronghold. However, the armies of Isengard are far from finished and may yet snatch victory from the jaws of defeat. If they can destroy the King and his army, then the Rohirrim's gambit to end the war will have failed, leaving them at the mercy of Isengard.

◀ STRATEGIC GAMBLE

The army of Rohan attempts to end the threat posed by Saruman once and for all.

Playing the Battle Game

'Assault on Orthanc' was detailed in Pack 38. This scenario is played as presented there, with the following exceptions:

- Instead of using the Combatants listed, both players have 1000 points with which to build their forces. The victory conditions are altered so that, rather than kill Gandalf or Théoden, the Evil player must now kill the Guide and the King, whoever they may be – see 'Retreat to the Hall' on page 5 for details on who will be the King. In addition, if Saruman has been killed, then the Good player's victory conditions are that they must reduce the Evil force to half its starting number of models. In this scenario, the Evil player may deploy his forces as he wishes, as long as they are 30cm/12" from the Good player's deployment zone.
- The Good player must include all surviving members of his Fellowship, with the exception of the Ringbearer and the Companion. He must also include all the surviving Heroes of Rohan. He is restricted to selecting his army using the 'Forces of Rohan' as detailed in Pack 18. In addition, any Hero whose profile allows them to purchase a mount may do so for this scenario at the points listed. The Good player may also include Treebeard and Ents from Pack 32's 'The Last March of the Ents'.
- The Evil player must create his army using the 'Forces of Isengard' from Pack 17. His force may also include Orcs, Orc Captains and Orc Banner Bearers, as detailed in Packs 24 and 34. It must include both Saruman and Gríma if they are still alive. In this scenario, Gríma may be set up with the Good forces.

RESULT

- Once both players have tallied their Victory Points and any slain Heroes have rolled on the 'Death of a Hero' table, then proceed to 'The End of the War'.



The End of the War

After a long, bitter struggle, the war for Rohan has come to an end. As both sides count their dead, they take stock of the carnage caused by the conflict. To decide the winner of 'The Two Towers' campaign, both players must compare their Victory Point tallies – these are the total number of Victory Points scored by each player for all of their games. Once you have determined the difference in totals, consult 'The War Result Chart'. If Rohan still stands and the Ringbearer has not been killed, then the Good player is the winner; otherwise, the Evil player has won. If you choose to continue 'The Lord of the Rings' campaign, you will need to make a note of whether Isengard has fallen or still stands, as this will have an effect in 'The Return of the King' section.



◀▲ RISING TO THE CHALLENGE
In times of great need, Heroes will arise to answer the call.

THE WAR RESULT CHART

- If both players have equal Victory Points, or the difference between their totals is 15 points or less, then both Rohan and Isengard still stand.
- If the difference between the players' Victory Points is 16 or more in the Evil player's favour, then Rohan has fallen!
- If the difference between the players' Victory Points is 16 or more in the Good player's favour, then Isengard has fallen!

Replacing the Dead

If you are playing 'The Two Towers' as part of the larger 'The Lord of the Rings' campaign, then it is possible by this stage that both players will have lost a number of Heroes by rolling a 1 for them on the 'Death of a Hero' table. It is even possible that, if one or both players have been particularly unlucky, they are running out of named Heroes to include in their forces and cannot meet the requirements for the games. In this case, either player may substitute a Captain of the appropriate type – i.e. Man, Orc, Uruk-hai – to fill these positions.

Coming Soon...

The final chapter of 'The Lord of the Rings' campaign will follow The Fellowship to the besieged city of Minas Tirith and into the inhospitable lands of Mordor. It promises to offer mighty battles and desperate struggles, as you take your Heroes to the end of their journey, where they will ultimately decide the fate of Middle-earth.

▶ ONSLAUGHT OF EVIL
The hordes of Sauron seek the ruin of Minas Tirith.





Baggage Train Raid

Sharku's Warg Riders strike throughout Rohan, launching surprise raids against the supply lines vital to the outposts defending the Riddermark. This Battle Game focuses on one such attack, as the defenders try to get their wagons to safety.



The forts and outposts that defend the borders of Rohan must rely on a steady supply of resources if they are to continue their vigilance. Baggage trains filled with food, weapons, armour and other stores constantly trek across the open country to reach these bastions. As Saruman prepares for his war on the Rohirrim, he knows he must weaken these outposts as much as possible if his forces are to have free rein within the borders of Rohan. He commands Sharku to take his Warg Riders and raid the supply lines that the forts require to survive, stealing or destroying whatever provisions they find.

◀ LIGHTNING RAID

Sharku and his Wargs launch a devastating raid against the poorly defended Rohan baggage train.

THE COMBATANTS

The Good player will need ten Warriors of Rohan, four of which can be armed with bows, and one Captain of Rohan. These represent the baggage train's guards. Additionally, he will need eight Riders of Rohan to represent the patrol force. The Evil player will need the six Warg Riders from Pack 68, and the six Warg Riders included as part of this Pack. One of these should be used as a Warg Rider Captain. He will also require the six card Warg Rider figures included in Pack 40. Finally, the Good player will need three supply wagons, featured in this Pack's Modelling Workshop.



▶▶ OPPOSING LEADERS

The Captain of Rohan attempts to get his baggage train past Sharku's raiders and to safety.





CHARACTER PROFILES

*Sharku's™
Warg™ Riders*

Sharku is hate-filled and ruthless, revelling in the terror of his victims as he charges them down astride his Warg mount. Commanded by Saruman to sow panic amongst the Rohirrim, he leads his vicious Warg Riders on devastating raids, deep within the heart of Rohan. Targeting the supply columns that feed the defensive network of outposts around Rohan, Sharku's Warg Riders strike without warning, mercilessly slaughtering all who dare oppose them.

*Rohan™
Defenders*

The uninhabited plains of Rohan can be a dangerous place, with roving bands of Wargs haunting the wilderness, waiting to strike at the unwary. Patrols are organised and outposts set up to guard against these incursions, but it is to little avail. Unknown to the Rohirrim, their efforts are being sabotaged from within their own ranks. Gríma is secretly revealing the time, location and destination of every supply convoy to the agents of Saruman – making them easy pickings for Sharku's Wargs.





BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Captain of Rohan	4/4+	4	4 (5)	2	2	4	14cm/6"	2	1	1
Warrior of Rohan	3/4+	3	4 (5)	1	1	3	14cm/6"	-	-	-
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Wagon	2/-	2	5	1	2	3	14cm/6"	-	-	-
Sharku	4/-	4	5	2	2	3	14cm/6"	3	1	1
Warg Rider	4/5+	4	5 (6)	2	2	3	14cm/6"	2	1	1
Captain	3/5+	3	4 (5)	1	1	2	14cm/6"	-	-	-
Warg Rider	0/-	4	4	0	1	2	24cm/10"	-	-	-
Warg										

NB. Models are armed and armoured as depicted on the models. Except for the Riders of Rohan, models carrying shields add 1 point to their Defence value.

The Gaming Area

This Battle Game is played on a 120cm/4' by 90cm/3' board. You can place a road or path snaking across the length of the board to represent the trail the baggage train is following. Place other pieces of terrain suitable to the plains of Rohan around the board as desired.

Starting Positions

Place the three wagons anywhere along one of the short board edges. The Warriors of Rohan and their captain are also placed along that same edge. Sharku and the Warg Riders are placed along the opposite board edge. The Riders of Rohan will enter play from the opposite edge to the wagons as detailed in the 'Rohan Patrol' Special Scenario Rule.



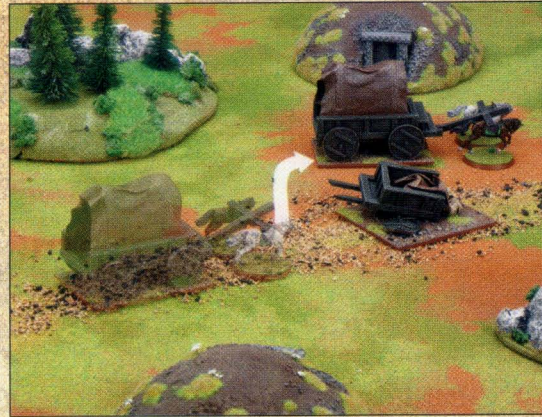


Special Scenario Rules

Wagon Train

The wagons are under the control of the Good player and he may move them as normal. Each wagon may move up to 14cm/6". However, it cannot enter any area of difficult terrain, nor can it cross terrain that requires a Climb or Jump test. The wagons are assumed to have a crew, who will defend them if attacked. The wagon and crew fight as a single model using the profile given on the previous page. When fighting, they follow the normal rules, with the following exceptions:

- Wagons cannot charge, but they can be charged and fought by enemies as normal.
- If a wagon loses the roll to see who wins a 'fight', it is not pushed back. Instead, the enemies must move back 2cm/1".
- If a wagon loses its last wound, the model remains on the board and is treated as an impassable obstacle.



◀ DIFFICULT TERRAIN

The wagon cannot travel across this rocky ground, so it must travel around it.

► VICIOUS COMBAT

Even though this Warg Rider won his combat against the wagon, he is pushed back instead.



Rohan Patrol

The eight Riders of Rohan are not set up on the board at the start of the game, instead entering play in a later turn. Starting on the third turn, consult the Patrol chart to find out when the Riders arrive. If the dice roll is equal to or greater than the number indicated, then the Riders will arrive at the start of the Move phase that Turn. The patrol will enter play from the table edge farthest away from the wagons' starting positions.

PATROL CHART

TURN	DICE ROLL
3	6
4	5+
5	4+
6	3+
7+	2+

WINNING THE GAME

- The Good player wins if, before the end of the 12th Turn, he can get two of his wagons off the table edge opposite their deployment area.
- The Evil Player wins if the Good player fails to get two of his wagons off the board within 12 Turns, or if he can destroy two of the wagons before they leave the board.





Tactics

This Battle Game is a challenging one for both players. Here, we look at some tactics each side can try in order to be victorious.



▲ SHIELDING

The Warg Riders charge the Warriors of Rohan, but the advantage of their extra attack is negated by the Warriors' shields.

1 Hold the Line

Initially, the Warg Riders have the advantage against the Warriors of Rohan. The speed of the Wargs means that they will reach the wagons several turns before the Riders of Rohan can enter the fight. Rather than try to kill the Wargs in these early stages of the game, the Good player could try a holding action until they arrive, using the shielding ability in combat to push back the Wargs rather than kill them. This will help the Warriors to survive until the Riders arrive.



2 Strike Hard, Strike Fast

There are two ways the Evil player can win this game. The first is by destroying two of the wagons. This can be done by throwing as many Warg Riders into combat with them as possible. The second way is to hold up the wagons for long enough so that they are unable to make it off the board by Turn 12. There are a few ways this can be done – by charging the wagons before they have moved, for example, or placing Warg Riders in their path so that the wagons have to move around them. Several of these tactics, applied over the length of the game, can be instrumental in slowing the wagons down sufficiently.

➤ EXPOSED FLANK

Several Warg Riders engage the Warriors of Rohan, allowing their comrades to skip around the back and attack the wagons.





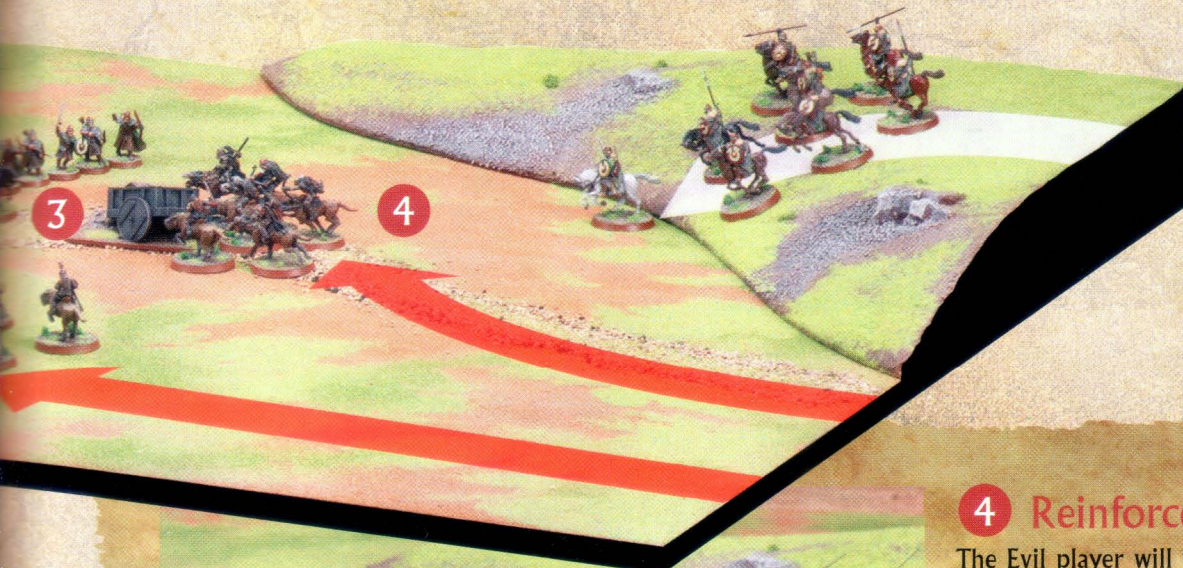
3 Delaying Tactics

With their superior speed, it is quite likely that the Warg Riders will manage to disable the lead wagon before the Warriors of Rohan can mount an effective counter-attack. To combat this, the Warriors can form a more protective line around the wagons. However, if the lead wagon is lost, it is likely that the others will have to snake out of their intended route and move around the obstruction. Avoiding difficult terrain, as well as Warg Riders, will prove tricky for the slow wagons, so it will become even more important for the Warriors of Rohan to hold up the Warg Riders until reinforcements can arrive.



▲ DIVERSION

With the lead wagon destroyed, the others must detour around the wreckage.

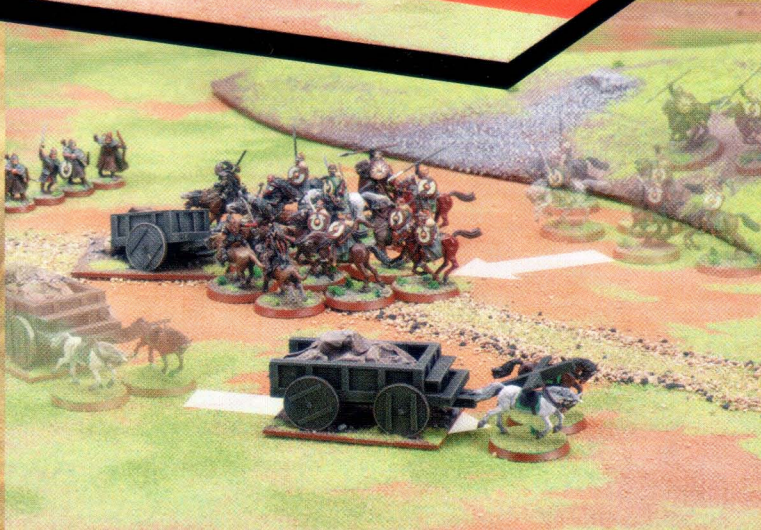


4 Reinforcements

The Evil player will want to capitalise on his advantage by pursuing the wagons until they are destroyed. However, the Riders of Rohan can complicate matters by attacking them and tying up the Wargs in a prolonged combat. The Good player can try to ensure this by engaging the Wargs before they get to chase the wagons, holding them in position so that the Riders will reach them swiftly.

◀ LONG WAY ROUND

While the diverted wagon continues its long journey to the table edge, the Riders of Rohan buy it more time with a massed cavalry charge.





WargTM Riders

The appearance of the Warg Riders is almost as foul and bestial as that of their mounts. Clad in filthy rags and scraps of rusted armour, like Orcish infantry, these warriors often also adorn their clothing with fur and teeth from the beasts they ride.



Warg Riders can be found in the armies of both Isengard and Mordor. Usually lightly armed and equipped, these Orcish cavalry rely on speed and manoeuvrability to overcome their enemies. A group of Warg Riders is a fearsome sight – a ferocious mass of fangs, claws, fur and steel – bearing down on the enemy with terrifying speed.

In this Painting Workshop, we look at the painting and modelling opportunities presented by the plastic Warg Riders included with this Pack, to accompany the plastic Wargs from the last Pack. As well as the Orcs themselves, the sprue includes a number of accessories which can be used to add an extra level of detail to your miniatures.

◀ FEARSOME CAVALRY

The Warg Riders' dishevelled appearance belies their ferocity in combat.

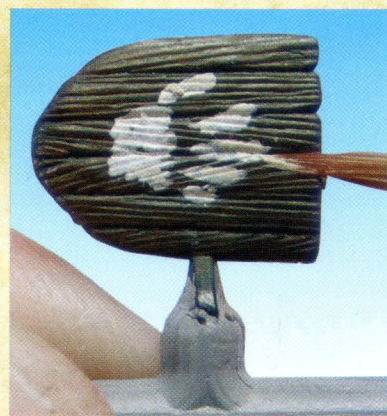
PAINTING ESSENTIALS

Mounted Orcs

The plastic Warg Riders can be painted using the same techniques as on your other Orcs. Painting Workshops dealing with painting Orcs can be found in Packs 24, 41 and 56. In addition, if you wish to incorporate your Warg Riders into your existing Evil force, you may wish to paint them using the same palette of colours as when you painted your plastic Orcs, complete with similar markings identifying them as part of the same force.



▶ Orcish skin and clothing come in a huge variety of colours.



▶ The White Hand will identify the bearer of this shield as part of the army of Isengard.

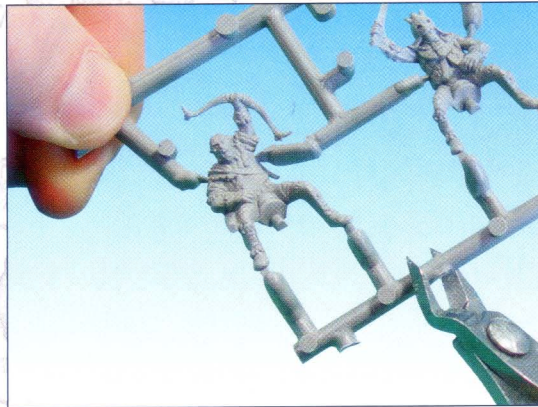


Assembling Warg Riders

The Warg Riders plastic sprue includes a number of additional plastic weapons and pieces of equipment that can be used to add variety to your models. The separate shields mean that you can choose whether or not to use them, and the different varieties of shield mean that there are several combinations you can get by mixing them with the different Riders. For example, a bow and quiver can be added simply by removing the pieces carefully from the sprue and gluing them to the model before painting.

As with other plastic models, it is easy to create simple conversions, such as weapon swaps. The plastic Warg Riders sprue offers an even greater degree of versatility in this respect, due to the selection of additional weapons and equipment it makes available. The models shown here have both had their weapons removed and replaced with others from the sprue. One has also had a new bow attached next to his quiver.

► When attaching small items, such as this bow, use a sparing amount of glue to avoid obscuring any detail.



◀ Leaving a piece of sprue attached to the model gives you something to hold onto during painting.



▲ Here, we've simply clipped off the Warg Rider's bow arm and replaced it with an arm with a sword – a simple conversion.



One way of making your models even more flexible for gaming is to leave the shields unattached and paint them separately. You can then decide from game to game if you wish to equip your Warg Riders with shields. If you do, simply attach them to the figure with a small blob of adhesive putty.

◀ Keeping the shields detachable makes it easy to vary the insignia of your Orcs.

*'Wargs!
We're under
attack!'*

ARAGORN™



► This rider has had its spear replaced with a sword, so that it looks like it is gesturing forwards.

TOP TIP

When you come to paint your Warg Riders, you can create a visual link between the Wargs and their riders by painting any areas of fur on the Orcs to match the colour of their mounts.

Baggage Train

Throughout Middle-earth, wagons are used as transport for a wide array of goods. In this Modelling Workshop, we show you some techniques for constructing a variety of different wagons to use in your Battle Games.



When groups of people or troops are required to travel over long distances, they will utilise a variety of horse-drawn carts and wagons to carry the large amount of provisions and equipment they will need. Travelling together for safety against ambushes by the forces of evil, these columns of wagons and people are known as a baggage train.

In this Modelling Workshop, we show you how you can construct a group of wagons, using the various techniques you have learned in previous Packs. These can be used in your games either as simple scenery pieces, or as playing pieces in their own right, as in this Pack's Battle Game.

◀ EVIL AMBUSH
A horde of Warg Riders attacks a Rohirrim baggage train.

YOU WILL NEED

Modelling Essentials

In addition to the usual modelling essentials, you will need:

BALSA SHEET
SQUARE BALSA ROD
THIN AND THICK
CARDBOARD

HARDBOARD
WOODEN BARBECUE
SKEWERS
2½CM/1" THICK
STYRENE
CARTRIDGE PAPER
WIRE

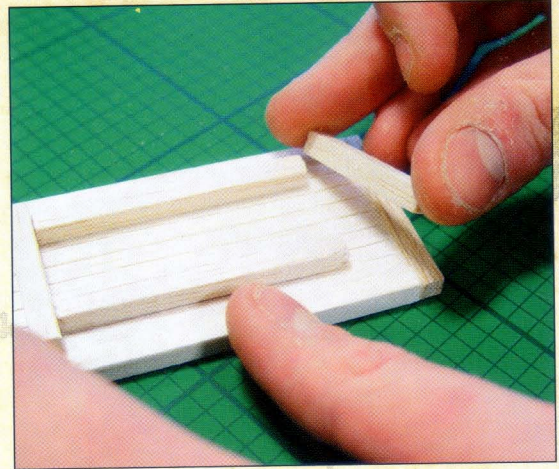
PLASTIC CARD
PAPER TOWELS
25MM CIRCULAR BASE
CATACHAN GREEN,
CODEX GREY AND
FORTRESS GREY
ACRYLIC PAINTS



1 The Chassis

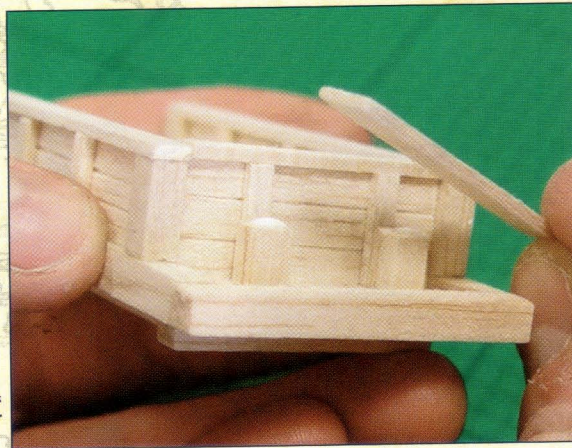
The chassis of the wagon is constructed from pieces of balsa sheet and rod. Begin by gluing together two pieces of balsa sheet, each about 5cm/2" by 8cm/3", and score lines into either side to create the impression of planks. Using a double thickness of balsa will make the cart sturdier. Reinforce the resulting shape with pieces of square balsa rod glued around the outside, and balsa rod batons across the bottom.

Next, add the sides and front of the cart, constructed in a similar way as the bottom, with batons made from balsa sheet, since these will protrude less. At the front of the cart, construct a seat using two small blocks of rod and a plank of balsa sheet.



TOP TIP

When constructing models using balsa, it is a good idea to use as little PVA as possible on any joins. This will make it less likely that glue will be smeared across the exposed parts of the wood and obscure the detail of the wood grain. The result will be a neater-looking model when you come to paint the wooden areas.



▲ SUPPORTING PLANKS

The batons on the underside will lend the wagon some structural integrity.

◀ BENCH SEAT

Careful cutting of the balsa rod blocks will ensure the seat is level.

2 Wagon Wheels

The wheels of the wagon are constructed from balsa sheet with a cardboard rim. Cut out four equally sized circles of balsa sheet, and score planks into one side of each. Add small balsa batons across the wheels perpendicular to the scoring. Next, cut out four strips of thin card, each slightly wider than the thickness of the balsa sheet, and glue these around the rims of the circles. To attach the wheels to the chassis, drill through the batons on the underside using a pin vice, then push some barbecue skewers through the hole. Finally, drill holes through the centre of the wheels and glue these to the ends of the axles. Once the wheels are in place, glue the cart to a base made of thick card or hardboard.

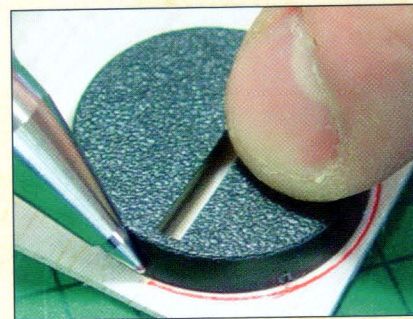
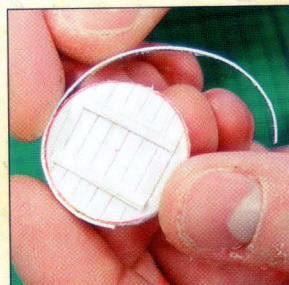


► GLUING STRIPS

The card rim will work in conjunction with the batons to reinforce the wheel.

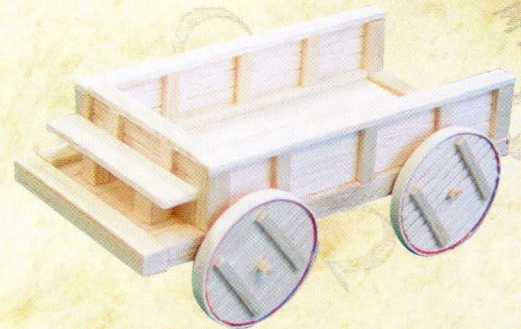
◀ CURVED CARDBOARD

Wrapping the wheel rim around a brush handle will make gluing it to the wheel easier.



◀ WHEEL TEMPLATE

Drawing around a 25mm circular base onto the balsa will ensure that all the wheels are the same size.



▲ BASIC STRUCTURE

Your wagon is already starting to take shape.

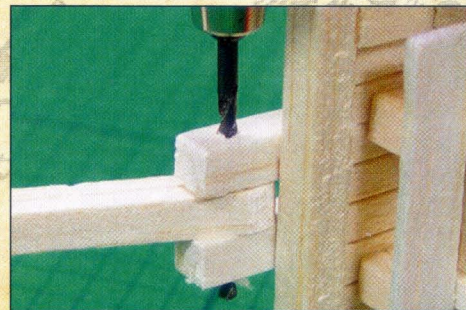
3 The Yoke

The part of the cart which extends forward and attaches to the horses is known as the yoke. To allow it to swivel, it is constructed in a similar way to the counterweight mechanism on the Trebuchet from Pack 60. Begin by gluing together two equally sized strips of balsa sheet, each about 5cm/2" long. Cut the end so that it is slightly rounded. Next, glue two blocks of balsa rod to the front of the cart, wide enough apart to allow your strips to sit between them. Once the glue is dry, drill through the blocks and strips with an appropriately sized drill bit, and push a piece of skewer through to hold everything in place.

To make the part of the yoke that will lie across the horses' backs, simply cut a curve out of balsa rod as shown. Remember to make it wide enough so that two horses, including their bases, will be able to stand side by side, with the yoke lying across their backs. Glue this to the arm you've already made to complete the yoke.

► HINGED YOKE

The pivot allows the yoke to lie on the ground when the horses are unhitched.



◀ CURVED CROSSPIECE

Take care when cutting the shape out of the balsa rod.



► CARGO COVER

Using a brush to push the paper into place will be tidier and easier than trying to use your fingers.



4 The Cargo

At this stage, the cart itself is complete and all that remains is to add some cargo to put in it. If you wish to make an unladen cart, you can move straight on to Step 5.

To give the cargo its shape, cut up some small blocks of styrene and glue these into the back of the cart. Next, cover them with cartridge paper soaked in thinned-down PVA, then use a brush to tuck the paper in at the edges and press it down so the outline of the shapes is visible.

5 Painting the Wagon

Before undercoating the model with black spray or paint, glue sand to the base to provide texture. Before the glue dries, scrape the sand away to create ruts behind the cart's wheels. Paint the wood the same way as that on other Rohan models, beginning with a heavy dry-brush with Catachan Green, followed by progressively lighter dry-brushing with Codex Grey, then Fortress Grey. To add variation to the colour scheme, you could paint some areas of wood red, using the techniques detailed in Pack 64.

► WAGON TRACKS

Use a suitable implement to scrape out a rut of the appropriate width behind the wheels.



▲ BAGGAGE CART

The finished wagon, complete with attached horses.



Alternative Approaches

It is likely you will wish to make more than one cart to use in your games. Rather than making them all of uniform appearance, you can achieve variation by slightly altering the methods of construction, while still using the same basic techniques.

Covered Wagon

This cart has received the simple addition of a curved roof, covering the cargo area. To make the frame, bend two or three lengths of wire or plastic card to the appropriate shape, then glue them to the inside of the cart. Make the cloth covering by soaking a piece of paper towel in PVA glue, then draping it over the frame.

► CANVAS ROOF

Crumple the paper towel before soaking it in glue to give the roof a rough, battered appearance.



► SMALL VEHICLE

The axle of the small cart was not glued in place, allowing it to be tilted so that the yoke rests on the ground when unhitched.



Two-Wheeled Wagon

This smaller cart, for only one horse, was constructed in the same way as the others, but, due to being shorter, only requires one pair of wheels. The yoke was made by attaching two balsa prongs to the front of the cart, then constructing the cloth hoop from a piece of wire wrapped in PVA-soaked paper towel.

Damaged Wagon

This wrecked cart was made simply by taking a finished cart, before the cargo was added, and gluing it to the base after breaking off a wheel. The removed wheel was then broken in half, and glued to the base as well. The tarpaulin roof falling off the back of the wagon was made from paper towel soaked in PVA, then tied up with thread.



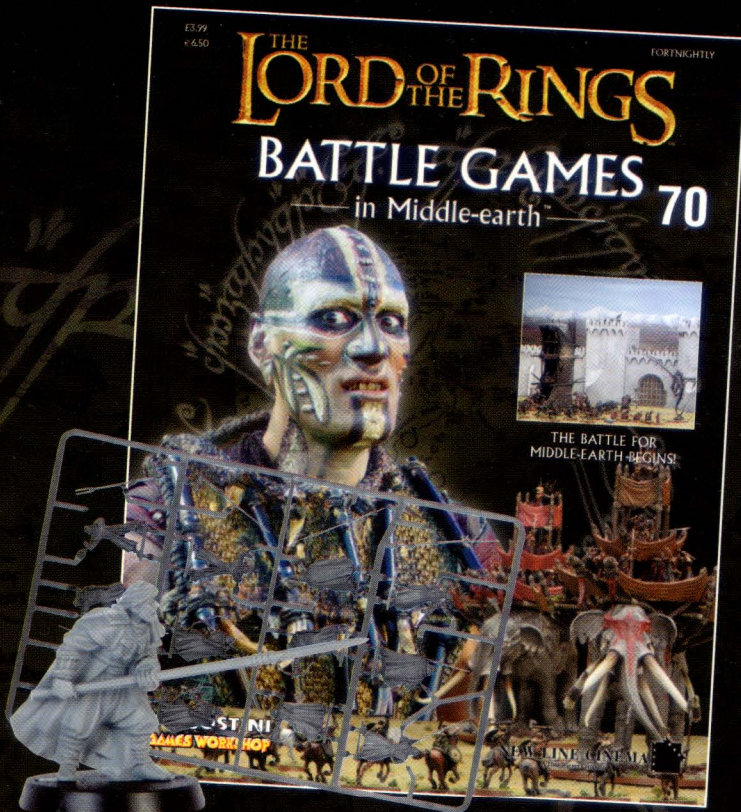
► SHATTERED CART

Breaking the yoke by hand gives it a realistic, splintered look.

IN YOUR NEXT GAMING PACK...

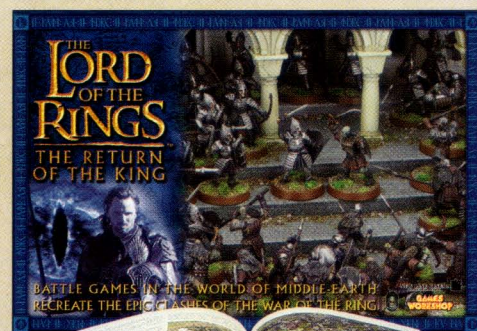
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